MilAtari Limited Edition

This Month:
General Meeting
Sat., Sept. 16th, 12:00 Noon
Greenfield Park Luth. Church
1236 S. 115th St., West Allis
Exec. Board Meeting
Sun., Sept. 24th, 7:30pm
Pepino's, 9909 W. Appleton

Next Month:
General Meeting
Sat., Oct. 21st, 12:00 Noon
Greenfield Park Luth. Church
1236 S. 115th St., West Allis

November:
General Meeting
Sat., Nov. 25th, 12:00 Noon
Greenfield Park Luth. Church
1236 S. 115th St., West Allis

Inside:

Michelle Gross
From The President

GEN CON '89 is now history and I'd like to share my thoughts and observations with you. First off, I want to point out that without the generosity of Atari Corp. and the other companies listed elsewhere in this issue, GEN CON would not have been possible at all. On behalf of the entire MilAtari Ltd. membership, thank you!

Generosity is actually an understatement, as those of you who worked the show know. For those of you who haven't been to GEN CON this year or last, I hope to give you some idea of what you missed. Despite a last minute glitch, we did manage to get an impressive shipment in from Atari, ST's as well as 8-bits for our use. With the ST's we set up a Midi Maze ring of 16 machines, and a smaller ring of 8. This game, in my humble opinion, was the hit of the entire show. Five minutes of watching the players, who I might add take this game very seriously, would be enough to convince anyone doubting its popularity. We ran those midi rings nonstop for the entire show, Thursday through Sunday, 8am to midnight, right up to and even a bit after teardown at 5:45 Sunday night.

With the remaining ST's and the XE Game Systems we had an open gaming area, where players could choose from our "private collection" of software titles and use a system by the hour. It was fascinating to me to watch some players, (especially a young fellow by the name of Chad who seemed addicted to none other than Dungeon Master), spend hours on end engrossed in their favorite fantasy adventure. On a number of occasions we had a waiting list, not only for a system to play on, but also for specific game titles, particularly Heroes of the Lance and Dungeon Master.

The best part of the entire experience however, was not in the show itself, but for me it was working with the dedicated volunteers who put their time, talents, and resources into this project. I am honored to be a part of this diverse and interesting group of people who have only a computer in common, yet are able to work together so well without conflict for the unselfish benefit of this entire club. I applaud each and every one of you for your outstanding efforts and achievements during those four very long days. You are the ones who made GEN CON '89 a success!

Before I get too sentimental, on to club business. I would like to thank Dick Laudenbach who has submitted his resignation due to time restraints, for all he has done in his most recent position as Public Relations Person on the board. Although he can no longer serve in that capacity, he promises not to become a stranger. I also have accepted Dimitri Stamatiou's resignation as Editor, who also has found that with his upcoming marriage, new job, etc., he is just not able to devote the time to the Editor's position. Thank you for your efforts Dimitri!

Lastly, just a reminder to all members that your Board of Directors Meetings, which are announced each month on the FRONT page of the newsletters is actually an open invitation for you to join us in

MilAtari Ltd.
The Milwaukee Area
Atari Users Group
Post Office Box 14038
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are $20.00 for individuals, $25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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ST Internal Drive Anomaly

I just recently had to have my 1040's internal drive replaced and when I got it back home, sometimes the drive wouldn't update the directory when I pressed "Esc", even though I changed disks. I found out that this is because my new disk drive won't update the directory if I put in two consecutive disks that aren't write protected. If a disk is write-protected, the directory will always be read after "Esc" is pressed, whether or not you changed disks.

If you are having problems updating your directory, it could be that your drive isn't sensitive enough to distinguish between two non write-protected disks. In that case, just write-protect the disk and re-insert it in the drive and the directory will be read. Hope that didn't confuse more than it helped.

-Bob Carpenter

Bob Carpenter

A Modest Proposal

A while back, you may recall that Commodore had some promotion on that said if you bought an Amiga, you would get coupons to get some free games and utilities. To be honest, I was a little jealous. For around $1,000, a beginning Amiga owner got an Amiga 500, some games, and a couple of useful utilities. I looked at that offer and said, "Boy, I wish Atari would do something like that because it sure would get the ST noticed in the marketplace". At the time, I thought that Atari was, frankly, too stupid to think up such a campaign.

However, alas, I was quite wrong. Atari has waged such a promotion, and has been quite successful with it. You may wonder how you missed such a grand opportunity. It's very simple. You were unfortunate enough to be born on the wrong side of the Atlantic. If you were fortunate enough to live in Britain, you would have a funny accent, but you also would have a chance to see first hand the promotions that Atari UK has been running for at least the past year.

The first promotion is called the 520 ST Super Pack. It includes 21 games, a database, and a joystick. This package sells for about $800 (without any monitor), about $1,000 (with a mono monitor), and about $1,400 (with a color monitor).

Before you complain about the prices not being that great, let me tell you about the VAT. VAT stands for Value Added Tax and this tax is used for about everything in the country. The VAT is about 15% and all the prices above include the VAT. When you subtract 10% off (leaving a 5% sales tax), the prices look quite good. A 520 system with color monitor and all those games for $1,260 is quite a deal. After looking at these numbers, you can see why there are so many PD games in our library, that come from

Europe, that are monochrome only. Looking at these prices, I would have to sacrifice my first born to afford a color monitor.

However, as nice as the Super Pack is, I'm quite aware of Atari's reputation in this country (read: game machine). So I don't think that a promotion that used games would help Atari users get those high end productivity packages that they want. So, for America, I think a better promotion

> **"You may wonder how you missed such a grand opportunity. It's very simple. You were unfortunate enough to be born on the wrong side of the Atlantic. "**

would be the 1040 ST Professional Pack. Also available in Europe at this time, it includes a 1040, MicroSoft Write, Superbase Personal, and VIP Professional. In Europe, it sells for about $1,000 (without monitor), $1,200 (with mono monitor), and $1,600 (with color monitor). Remember to subtract off the VAT in order to get a more realistic American price.

Bringing the Professional Pack to America would have many advantages. First of all, Atari itself would benefit by receiving publicity for offering such a deal and buyers who would normally

look automatically at other systems **might** just be willing to take a look at the Atari. How many other systems do you know that give you a word processor, data base, and spreadsheet, computer and color monitor for $1,440? (Not too many!) When people started to add up costs on some other systems, they may find that the Atari is starting to make sense after all. In addition, by giving away free business software instead of games, new users are shown right away that this ST is just more than a "game machine".

Now, to the other parties involved. It's obvious to see what Atari gets out of this, but what of the software developers? Where do they make their money on this deal? I'm certainly not suggesting that these developers give Atari their programs out of "the goodness of their heart". First of all, the developers would get a percentage out of every 1040, with the Professional Pack, that is sold. That only stands to reason since part of the reason that the people would be buying the system is because of their software.

The software developers also make out because this promotion should increase sales, which means that these developers now have more people to sell their **next** products to. I'm not saying that it will be easy to get their OK for this. MicroSoft, in particular, could be very difficult. However, the fact remains, is that they went along with this deal in Europe, why not here?

The last factor is we, the present Atari users. What do we get out of this? We're certainly not going to go out and buy **another** ST system, so what do we get? Do we get upset because the people after us got a better deal than we got? No!

First of all, the promotion will help us by getting more ST owners into the ranks. What this means is there a bigger pie for software developers to shoot at, which means that they are more likely to write for the ST. This is probably obvious. What may not be obvious is what the addition of the Professional Pack could do for us

Joseph M. Sliker

MyDOS v4.50

> **MyDOS v4.50**
> **Charles Marslett & Robert Puff**
> **Atari 8-Bit**
> **Disk Operating System**
> **Shareware**
> **Available: MilAtari PD Library**

What? Another DOS? Good grief! Every time you turn around it seems like someone is releasing a new Disk Operating System for the Atari 8-bit. There are the various "official" Atari DOSes, SpartaDOS, MachDOS, Super-DOS and SmartDOS just to name a few. But I've been looking this DOS over and I think it has a great deal to recommend it to anyone who might need something more powerful than AtariDOS 2.0 or 2.5.

MyDOS LOOKS a lot like the Atari DOSes which should be universally familiar among Atari 8-bitters, but it also has a number of additional features. Take a look for yourself:

As you can see, the menu looks very familiar. It differs from earlier Atari DOSes primarily in the definition of commands "O" and "P" (which in DOS 2.5 were "Duplicate File", and "Format Single", respectively), and in the addition of commands "Q" through "V".

But let's start at the beginning. Note just beneath the title line, the line which reads "Disks 1S- 2D=", and way over at the right side of the screen, "8R". This is a summary of the system for which you have configured MyDOS. The numbers stand for the disk drives and the letter which follows each number stands for the density for which each drive is currently configured (S for single, D for double, R for RAMdisk).

Finally, the characters "-" or "=" follow each drive in order to identify these as single or double sided. Neat, huh? Next, note the line which reads "D: =D1:". This indicates that the user may select the default drive to which MyDOS or programs which refer to a default drive. The user may customize his or her MyDOS boot disks by setting these parameters from the MyDOS menu and making the changes permanent by writing the customized DOS to disk.

Also, note the numbers which precede command "A" in the menu; hitting the number key corresponding to any disk drive in your system will quickly provide you with a disk directory; no more of typing in that "Dx:*.*" foolishness in order to read the directory of any drive other than D1:.

MyDOS also appears to be quite compatible with Atari DOS disk formats. Potential users will not have to convert their disks in order to start using it. MyDOS supports true double density format as well as single and "enhanced" density. The extensive MyDOS documentation indicates that there is some incompatibility between Atari DOS & MyDOS versions of "enhanced" density:

MyDOS will read all of the sectors on a DOS 2.5 enhanced density disk, but will only be able to write to the first 720 sectors of such a disk. Therefore, if you need to read and write to all sectors potentially available to you on an unmodified 1050, you'll have to transfer your programs to MyDOS formatted disks. The MyDOS disk format is also not compatible with that of SpartaDOS.

Disk drive enhancements (such as ICD's US Doubler for the 1050 drives) and double sided disk drives (like the XF551) are supported. However, at this point the high-speed skew of such drives is NOT supported. However, I have recently "talked" (typed?) with Robert Puff during an open conference in the Atari Forum on GEnie, and I would be quite surprised if a significant limitation such as this is not eventually taken care of.

Now that you have a DOS which will support formatting of disks with more room on them, you may find yourself becoming rather overwhelmed by the sheer length of your disk directories. Disk management and organization can be simplified through the use of a directory/subdirectory structure.

```
MYDOS 4.50 -- Copyright 1988, WORDMARK
Disks 1S-  2D=                      8R
D: = D1:
1-8.Dir of D1:-D8: *. Dir of D:


A. Disk Directory      K. Save Memory
B. Run Cartridge       L. Load Memory
C. Copy File(s)        M. Run at Address
D. Delete File(s)      N. Load MEM.SAV
E. Rename File(s)      O. Change Config.
F. Lock File(s)        P. Set Density
G. Unlock File(s)      Q. Make Directory
H. Write DOS Files     R. Pick Directory
I. Initialize Disk     S. Set RAMdisk #
J. Duplicate Disk      V. Set Verify Flag

     Select Item (RETURN for menu):
```

Like SpartaDOS, MyDOS supports subdirectories. This is the first "foreign" concept to beginning Atari 8-bit DOS 2.x users, but it is familiar to users of most other computers and it is not a difficult concept to learn or use.

Think of each disk you have as being a file cabinet with several drawers. The main or "root" directory of this file cabinet could be seen as the labels on each drawer For example, one "drawer" could be marked "GAMES", the next could be "REPORTS" and so on. The label on each drawer corresponds to a subdirectory. Each drawer, in turn, contains file folders. These are your "documents" (ie. program or text files).

Of course, file folders can also contain other file folders, and so subdirectories can contain other subdirectories. You can keep documents in the main directory along with the drawer labels (sort of like keeping a bunch of frequently used files up on top of the file cabinet).

Keeping your programs and text-files organized in this manner not only make your search for particular items more efficient, but it will also simplify your computer's search for these. Another advantage over plain-old Atari DOS is that subdirectory structure allows the user to put more than 64 files on a disk, which you may often find necessary on a DS/DD drive like the XF551, and is absolutely necessary if you ever want to use a multi-mega-byte hard disk drive.

Hard drive? Yes, MyDOS will even support one of those. Up to 16 megabytes of storage can be organized on one MyDOS formatted hard disk drive. If you are lucky enough to have a hard drive with more capacity than that, you can "partition" the drive to appear to be more than one drive and thereby make full use of the storage space.

So, if Atari DOS no longer makes it for you, MyDOS could well be the "heir apparent", especially if Sparta-DOS seems too different, foreign or expensive to you.

I am primarily a SpartaDOS X user and have no plans to change in the near future. However, in spite of it's advantages (for me), SpartaDOS will not do everything and often enough I need an alternative. I have recently looked (briefly) at Atari's own new DOS; DOS XE, and found it to be unfamiliar and difficult to "get into". Also, MyDOS appears to be immediately more compatible with previous Atari DOSes than is DOS XE. (Don't take this as a review. DOS XE may be a fine DOS, but I currently do not have time to spend in order to learn to use DOS XE efficiently).

"MyDOS has two really BIG advantages over SpartaDOS and DOS XE, not only for beginners, but for the entire Atari 8-Bit community as well."

MyDOS has two really BIG advantages over SpartaDOS and DOS XE, not only for beginners, but for the entire Atari 8-bit community as well. First of all, MyDOS provides an environment very similar to DOS 2.x, and it will therefore be familiar territory for most Atari 8-bitters while at the same time supporting higher-capacity drives and hard drives. Second, MyDOS has recently been released into the Public Domain and is essentially free to try out (until you actually become a MyDOS user and send in the well-deserved shareware contribution).

In spite of it's power and ease of use, neither DOS XE nor SpartaDOS is either of the above and therefore anyone wishing to develop Atari 8-bit

programs for general consumption that make extensive disk drive use (or hard drive use) and/or release such programs to the public domain will also need to provide something like MyDOS.

If you are an 8-bitter who is not familiar with Robert Puff's work, you need to be. He is currently one of the most active third party programmers and developers for the Atari 8-bit line who is doing a great job keeping us supplied with excellent, useful programs and even hardware.

In addition to MyDOS, some of Robert's other contributions include: Disk Communicator, Super ARC and UNARC (disk and program/file compaction program useful for storage and file transfers via telecommunications systems), and BobTerm, a terminal program which, among other things provides us with many of the more current file transfer protocols such as Fmodem and Zmodem. Robert has also recently developed a gadget known as "The Black Box", which is an RS232 port/ hard disk/parallel printer buffer and interface device capable of all kinds of additional magic.

Most of Bob's programs can be obtained via telecommunication services such as GEnie or CompuServe. Copies of MyDOS and the other abovementioned programs are also available in the MilAtari Public Domain library. The gadgets are available through Computer Software Services which advertises in Antic.

* * *

Lee Musial & Dale Phillips

Tweety Board

Tweety Board
Practical Solutions
ST Hardware
Stereo / 3-D Sound Board
Suggested Retail: $59.99
Overall Rating: Very Good
(But could've been better!)

Bring The Arcade Home!!

Ladies and Gentlemen! Boys and Girls! Are you tired of having to go to your friendly arcade in search of the I-Am-There experience? Well, Practical Solutions has the answer for you and it doesn't cost an arm and a leg either! As a matter of fact, there are only a few actual arcade games out there that do offer True Stereo/3-D Sound. That makes the Tweety Board something that will give you and your ST something that most arcades can't!

Installation of the Tweety Board is not a hard thing to do, but if you're not careful, you can do some harm.

You have your computer in front of you, your tools are to your side and the Tweety-Board awaits being installed.

Remove the 6 screws that hold the computer together from the bottom side. After removing the screws take note that 3 are smaller and they came from the bottom of the computer at the keyboard.

Turn your computer back over and remove the top cover, exposing your keyboard. Now carefully unplug the keyboard at the right side and set it aside. Remove the screws that hold your RF shield down, and with a needle nosed pliers, loosen the tabs along all sides. After that, remove the shield and the fun begins!

When installing the Tweety Board, you have to take the piece with the pins on it and remove the tape from the bottom. This uncovers a piece of double sided tape. Line up the pins with the pins on your Yamaha sound chip and carefully place it on top of your sound chip making sure that they match. Now, for added security, you can solder pins 1 & 40 to your sound chip. Do not do this if you are not good at soldering small electrical pieces!

The Installer's position is this: Do the soldering and be careful! Otherwise, lots of problems may develop and the Tweety Board has a chance to come lose from the double-sided tape.

"...if you're not careful, you can do some harm."

Now that you have that done, the next step is to release the mother board from the bottom of your case. You do this by taking the screws out at the top of the board. Once the screws are out, lift the board up and out from the case.

Now slip the other piece coming from the Tweety Board out through the hard drive or printer slots on the back of the bottom case, leaving enough ribbon for you to put the mother board back in. Now re-install the screws. Set the Tweety Board in the space recommended in the manual, and reinstall the RF shield, keyboard and the cover.

Now take that piece hanging out the back and attach it to the back of the computer with the attached double sided tape and you're now ready to enjoy full stereo sound from your computer!

Installers note: I think that the Tweety Board could cause some bad installations if you have an EZ-Ram upgrade because of the limited space available to install things inside. Also, if the above is true you must not rein-stall the RF shield for lack of space. You could create problems with your upgrade based on where the Tweety Board has to sit; on top of your MMU chip and the surrounding area.

After you have the Tweety Board installed, the fun part begins! Now you can retry all of those great arcade games that you have been used to hearing from your monitor screen, and play them in a whole new perspective.

Almost any game that has a musical background to it will come through your speakers in True Stereo/3-D Sound! There are a couple of titles that come to mind (Star Wars & Music Construction Set) that are FANTAS-TIC, but to us, half the fun was replaying all of our old ST games to see what we where missing, so we won't spoil it for you.

Now, in case you were wondering why our Overall Rating on the Tweety Board was Very Good (But could of been better!), here comes the bad part (why Vern, does there always have to be a bad part?). Whenever you play a game that has any kind of digitized sound in it, it will not sound good! The sound that you will hear will have a "hiss" with it and will, in some cases, hardly be understood.

The reason that the manual gives for this is; "the separation of the three channels and the very design conside-rations that make Tweety Board sound great with normal sounds diminishes digitized sound enjoyment" The manual goes on to recommend that you use you monitor for digitized sound. We agree. But why does this have to be? It's like the saying goes, "if they could land a man on the moon..." Oh well, life goes on!

Lastly, when you set up where you are going to connect the Tweety Board to, we would suggest to plug it into your present music system. In Lee's case, he has both of his com-puter systems (8-Bit & ST) and his music system set up in his basement. When it came time to plug the Tweety Board into his receiver, he had to go to Radio Shack and purchase a pair of 25

Joseph M. Sliker

TextPro

> **TextPro**
> **by Mike Collins & Ronnie Riche**
> **Atari 8-Bit Word Processor**
> **Shareware**
> **Overall Rating: Very Good**
> **Available: MilAtari PD Library**

Textpro is great. It is probably one of the most significant programs which exists for us in the public domain. In this writer's opinion, the simplicity and flexibility of this text or word-processor even rivals anything ever released commercially for the Atari 8-bit computer line.

I am fairly familiar with AtariWriter, AtariWriter Plus and passingly familiar with PaperClip. Even if you could find a store which actually has any of the abovementioned commercial programs in stock, they will cost about $40 to $50. Textpro on the other hand, is readily available through the MilAtari Public Domain Library for $2.50. Hopefully you will find yourself spending a bit more after-the-fact on this program by sending the authors a well-deserved shareware donation.

Textpro is apparently an outgrowth and expansion of Speed Script, which appeared in Compute! magazine several years ago. Users of that program will feel right at home as most (but not all) of the main functions and commands are executed with the same keystrokes. Disk functions (ie. loading, saving, renaming files, etc.) can be quickly managed with a minimum of keystrokes.

You zip through the TextPro disk directory/menu by simply pressing your arrow keys and entering single-key or Control-key commands (listed at the bottom of the menu screen) in order to execute the function. Of course it also has all of those "must have" features that you would expect in a text processing program such as Search, Replace, Delete, Restore, Paste, Print to

disk, etc. You may also embed printer control commands into your textfiles in order to customize your printed output in any way your printer may allow.

Actually, there are at present, three "current" versions of Textpro. Textpro 1.2 is a relatively simple version of the program which has the advantage of having the largest editor available (that is, the largest number of characters you may type in a single text file). Textpro versions 2.5 and 3.2 have somewhat smaller editing space, but pack in additional features for users of Atari DOS 2.5 and ICD's Sparta-DOS 3.2 respectively.

This reviewer has found that Textpro appears to work just fine under SpartaDOS X. However, some of the more advanced features required a little bit of "tinkering" to make them work properly under SpartaDOS X. Although the original program was released back around 1986, this is still a dynamic and developing program in that the preparation and release of an even newer, more powerful version is being actively discussed on GEnie and other telecommunication services at this time and suggestions are being solicited from interested users.

TextPro is at once extremely easy to use for the novice and so flexible that functions and "Macro" files can be loaded in order to add all kinds of complex functions. Because the program is not copy protected, you can copy it to any disk that you like, a feature which is very handy.

The main program only takes up approximately 109 standard single density sectors which, regardless of the density & capacity of your system drives, leaves plenty of room for support files, textfiles on which you are currently working, as well as other programs which you frequently use. Another advantage of the lack of copy protection is that it is possible to "tin-

ker" with the program for your own purposes if you have a mind to. But, be careful not to distribute any such modified copies of the program. It would be cruel to let this fine program take the blame if you somehow screwed it up.

The one feature of TextPro that I appreciate the most is the ability to escape from it! This may sound silly, but it's true. I've nearly worn out my 130XE's On/Off switch booting and rebooting in order to switch from one program in order to go to a word processor for a little bit of work and then back again. With TextPro you simply enter Control-X and respond "Y" to the prompt "Exit to DOS, Are you sure?".

I can now literally spend hours working on my system, shifting between TextPro, terminal programs (such as DeTerm), and other programs without ever rebooting or even swapping disks! If you are an impulsive, impatient type, you can copy TextPro and your other often-used programs into your RAMdisk when you first boot the computer and switch back and forth between word-processing and some other complex task almost instantly!

When you load Textpro, the main program searches for three main support files. These are TEXTPRO.CNF, TEXTPRO.FNT, and TEXTPRO.MAC. If these files are not on your disk, no problem. The main program will still function just fine. However, these additional files customize Textpro according to your particular needs and preferences.

For example, the TEXTPRO.CNF file holds your changes for such things as the screen color, character luminance, cursor speed, whether or not the keyclick is audible, etc., while the TEXTPRO.FNT file will load a custom character font into the editor so that you may do your typing in a typeface on your screen which may be more appealing than regular old Atari characters.

The TEXTPRO.MAC file loads various sets of "macro" commands so

Proposal
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right now. What it would do is to create some standards within the Atari community. For example, in the Macintosh community, there are all sorts of Hypercard stacks floating around. The reason is that Hypercard is sold with every new Apple Mac.

For instance, if the Professional Pack became popular, the MilAtari PD catalog could be converted to Superbase (don't worry, Dennis, I have some idea of what a horrific job that would be!) because there would be a number of people in the group with the program and there would be an incentive for others to buy the program to take advantage of the new catalog. This is just one of many tasks that would be possible, if we had a standard in the Atari world.

I realize that many of you will quarrel with the programs chosen for the Professional Pack. I'm an owner of

TextPro
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that simple key combinations will enable you to work all kinds of word-processing magic with little effort on your part.

A number of different .MAC files are included with the main program, which you may either rename "TEXT-PRO.FNT" in order to have it automatically load at startup. Or you may switch between these various enhancements even if you are in the middle of working on a document. Documentation is provided so that you can create macro command files of your own for any specialized functions you might wish to design.

The TEXTPRO.MAC file that is included with the main program is particularly worth noting. This enhancement makes Textpro one of the few programs I've ever seen that makes use of the usually non-functional HELP key on the console of the Atari XL or XE. When depressed, you are presented with a menu of keypresses which will display instructions and/or reminders of how to utilize the myriad of functions

Write and I'm quite aware of its' numerous limitations. If we were looking for purely quality, I would recommend replacing Write with Word Up by Neocept. I know that Word Up is a better program, but when it comes to selling machines, people are impressed if they see "big names" available for that machine. It's not rational buying, but it exists quite abundantly out there.

Also I know that many people prefer LDW Power to VIP, but the fact is that VIP is already committed to this program in Europe and, probably, would be easier to convince to expand the project to America. Bringing the Professional Pack may not be easy, but nothing worth doing ever is.

Some ground rules must be obeyed, however. First, no special deals. I've read rumors in ST-Report about Atari giving a super pack, with games, to an East Coast discounter and not giving the deal to anybody else. That kind of behavior has to stop! The

of which TextPro is capable.

Although the documentation in the various .DOC files included with TextPro is complete, you seldom need to refer to them because of the availability of fine help screens. Some additional macro files include: SEG-MENT.MAC, which gives the user the ability to type or edit ANY SIZE FILE! Use of this set of macro commands will successively save and append successive parts of a textfile that is too large to be contained in the editor at a given time.

Another file, XE130.MAC makes use of the extra memory of a 130 XE organized as a RAMdisk. With this feature you may zip back and forth between up to 10 separate textfiles instantly, sort of like having separate "windows" into each file.

Other .MAC files give the user functions such as mail-merge, automatic printing of multiple copies, renumbering and even inserting various commonly utilized phrases or sets of formatting commands (ie. for a standard business letter). It seems like everytime

local Atari dealer is what has been keeping Atari going this long. If the gravy train is going to come in, then the loyal ones deserve a spot on the train.

Next, Atari **must** advertise this promotion. I don't mean spending millions of dollars, though that would be nice. I mean putting advertisements in places where people hunting for a computer are likely to see them (in general computer mags, etc).

This promotion won't be easy for Atari US. It's going to take some hard work. So far, England and West Germany have kept the ST afloat. Now it's time for America to enter the "war". So Daddy Jack, if you're out there and can hear me, answer just one question: "The Professional Pack works in Europe, why not here?"

* * *

I log onto one of the commercial services, yet another custom utility file has been uploaded for use with Text-Pro.

Although the documentation of TextPro is as noted, very complete, it is somewhat disorganized and difficult to follow. It could use something of a table of contents and/or an index. However, several useful summary tables of commands and other features are included.

If the developers of TextPro ever get around to developing just a couple more little do-dads for this program such as a spell-checker, a full page print preview function, a software based 80-column editor and/or support for the XEP80 80 column card, I would gladly pay $40 or more for this program. It would also give me good reason to purchase the XEP80.

However, even without such enhancements, TextPro as it currently stands, is my main word processor. I find that using it is so convenient that I rarely bother to boot any of the commercial programs anymore.

Scott Hetzer

Project Neptune

> Project Neptune
> by Epyx
> ST Arcade / Adventure Game
> 512k / Color Only
> Suggested Retail: $39.95
> Overall Rating: Excellent

"Why do I even take these assignments?", I grumble to myself as I board the cargo plane about to take off from Langston air force base. "I guess it's because I'm the best, but I wish they could pick some more convenient time than 6 A.M." As I cruise to my destination in the North Sea, I check my parachute and diving suit. "This will be a piece of cake.", I mutter.

Suddenly, the doors of the airplane open and I am given the sign to jump. As I descend toward the ocean, I notice out of the corner of my eye, another parachutest. I forget about him for a moment as I hit the water and board my jetski. As I cruise along, I notice him come up fast behind me and try to knock me over. "This poor sap will be sorry he ever tangled with Rip Steel."

So begins a game of Project Neptune, an exciting new game by Epyx. In this game, you assume the identity of Rip Steel, a James Bond-ish individual whose mission is to stop the evil plans of the Yellow Shadow by destroying his network of underwater Uranium mining bases. Your vehicle in the game is a converted British research submarine equipped with decoys, UCD's (Underwater Concussion Device), a PDP (Propeller Driven Platform), and other systems.

After calling up the map, you must set the autopilot by clicking the joystick or mouse button and then pressing RETURN. After your sub reaches its destination, you may exit by using your SCUBA gear. The screen then switches to a side view of you swimming. Obstacles include enemy divers and sharks. Once you are successful in planting a UCD by the base link, you exit to the sub with ESC. If you happen to be attacked by one of Yellow Shadow's patrols, you must use your PDP. Hitting F1 makes the PDP handle more like an airplane (up for down, and down for up). The view for the PDP is from behind, and the illusion of speed and movement is quite good, much like Outrun.

Also, Allied bases are available for refueling purposes, and are much needed at the higher levels of play. The graphics in this game are excellent, as is playability. When playing level three, I found my self on the edge of my seat, this game is that good. Also, the music was among the best I've heard on the ST, and was a very pleasant surprise. Owners of the Tweety Board will surely appreciate it. Overall, I think this is a truly excellent game, and I look forward to more of the same from Epyx.

* * *
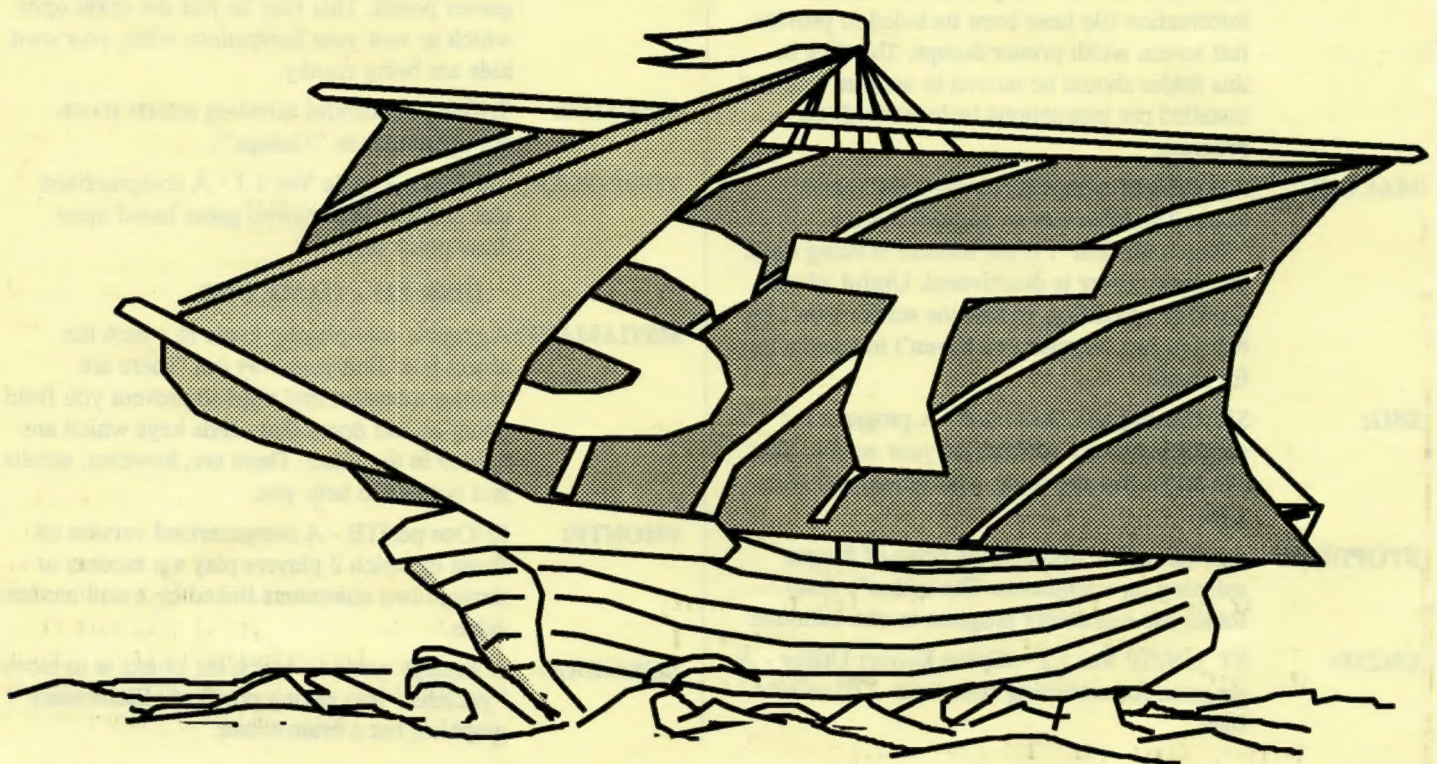
Dennis Wilson

ST PD Update

DISK 221 - UTILITY DISK

ATTRIBUT: A program to let you view and change the attributes of the files on your disks or hard drive partitions. Under "Disk Info", you can also view the disk volume name and amount of free space.

BMI: Body Mass Index - A formulation for a generic weight loss program. Use it with a weight loss program to show progress on your weight loss. A graphing option gives a visual aid in providing motivation.

CMPFILES: A program to compare two files and determine whether or not they are identical.

EASYLAB2: Easy Label 3.5" Disk label Maker - A program for creating labels for your disks. Labels do not have any fancy graphics, but up to 10 lines of information may be put on each label. Monochrome only.

KIDPUB27: Kid Publisher Ver 2.7 - A desktop publishing program for young writers. Can be used to make documents up to 5 pages long, with the upper part of each page being an illustration and the lower part being text. This version corrects bugs found in the prior one and special versions of the control panel and desktop information file have been included to provide full screen width printer dumps. The files in this folder should be moved to another disk and installed per instructions included with the program.

MACCEL2: A combined mouse accelerator and screen saver. The latter has an unusual feature, "Watch Modem". If the modem is being used, the screen saver is deactivated. Useful when down or uploading, in that the screen won't be blanked just because you haven't touched a key for awhile.

SSG: Silly Spirograph Generator - A program for generating pretty patterns on your screen. You can select the pen color, gear ratios, and step angle.

STOPDRIV: A program for stopping the drive of Megas spinning on warmboots. The author's Auto folder file reordering program is also included.

UNZIP: ST_UNZIP Ver 1.2 - Zipfile Extract Utility - A program for extracting files from .ZIP archive files.

DISK 222 - GAME DISK

The Adventure Game Toolkit (AGT) - A program for creating your own text adventures. It may be used to create two distinct levels of adventure games: 1) Standard level games that require no programming experience, only a fertile imagination, and 2) Professional Level games that also make use of a special adventure game meta-language to create games as complex and rich as the game designer's imagination and prose style will allow. These games should be technically comparable to the published text adventure games from firms such as Infocom. This disk contains the compiler program and all documentation files. The main documentation file is quite extensive (238k), printing out to over 87 pages.

DISK 223 - GAME DISK

ALICE: An AGT sample adventure based upon "Alice in Wonderland". The run-time program for running this and other AGT adventures is included on the disk.

BALLER: A well-done monochrome game in German in which 2 players fire cannons at each other over a mountain. Slightly different from similar games in that each player has a 2-gun battery mounted in a castle.

BOG1_5: Cadenza Bog Ver 1.5 - A word-finding game similar to the game of Boggle. The game board is a 4-by-4 grid of letter cubes.

DISK 224 - GAME DISK

SCHOOL: A tacky, but well-done arcade game. Challenging, in that while you aren't limited to 15-round magazines, only clean-kill head shots garner points. This may be just the ticket upon which to vent your frustrations when your own kids are being cranky.

TRIFFIDS: Trifide - A colorful scrolling arcade shoot-em-up similar to "Galaga".

VDOPOKER: ST Poker Royale Ver 1.1 - A computerized slot machine type casino game based upon draw poker hands.

DISK 225 - GAME DISK

MEGAMAZE: A graphic role-playing game in which the object is to find your way out. There are various monsters and traps to prevent you from doing so and doors that needs keys which are hidden in the maze. There are, however, scrolls and potions to help you.

PHONTE: PHOne peNTE - A computerized version of Pente in which 2 players play via modem or through two computers linked by a null modem cable.

SOKOBAN: A strategy game in which the object is to move "packets" into saving positions. Elementary graphics, but a brain-teaser.

THANK YOU!

MilAtari Ltd. greatly appreciates the generous support given by the following companies and individuals who made our exhibit at GEN CON '89 a reality and a huge success!

> Atari Corp. <

Mr. Sam Tramiel, Mr. Augie Ligouri, Mr. Sig Hartman, and Ms. Liz Rizzi.

> Mindscape Inc. <

Mr. Tom Nash and Ms. Cathy Jenin

> SSI <

Ms. Linda Blanchard

> Spectrum HoloByte <

Ms. Rita Harrington

> Wico/Suncom <

> TSR <

Mr. Mark Olson

Last but not least, my personal thanks to all MilAtari members who took time away from their families or their jobs, used their own resources to pay for parking and all other related expenses, and unselfishly gave this project their all for the benefit of the club. I can not possibly put into words how impressed I am with each and every person who I had the pleasure of working with in the past month. Two tiny words just don't seem enough, but for lack of others, they'll have to do: **Thank You!**

-Michelle

8 Bit-SIG Update

One of our members will be bringing his XEP 80 and Atari Writer 80 for a look at how the 8 bit machines perform with 80 columns. Plan to be there to see this new equipment.

From The President

discussing and deciding club business. Our meetings are open to all MilAtari members for a reason: that is we want you to come, get involved, and find out what makes your club tick. If you have a gripe, an idea, suggestion, or you just have a few hours to kill on a Sunday evening, come join us! Also, please remember that we do operate under a set of rules, or Bylaws which are available for your inspection at any meeting. All you have to do is ask!

We do have some door prizes left over from the picnic that will be given away at the upcoming general meeting. So I hope to see you all then.

-Michelle

Tweety Board

Foot RCA audio cables for about $10.00.

Once that was done, the sound that came through his 4 way full size speakers was amazing! If you don't have a music system, don't despair! All that you really need to properly hook up the Tweety Board is a receiver, a pair of RCA audio cables and a pair of speakers. The rest is history!

In conclusion, we think that the Tweety Board is a great new invention for the ST. The only downsides to it are; that soldering two of the pins is highly recommended, and; that digitized sound comes through so bad.

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